

Highlander (The Animated Series) CYOA

Highlander the Animated Series

Highlander: The Search for Vengeance

Version 0.01

(Jumpchain Compliant)

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Good Luck, you'll need it to keep your head and just in case luck isn't enough: take these.

+1000 CP

Location:

Choose one for free: [Highlander: The Animated Series]-

Several centuries into the future a meteor strikes the earth bringing humanity to the brink of extinction. Immortals swear to not partake in The Game and seek to use their knowledge and powers to help mankind rebuild. All but one agrees, when Connor MacLeod attempts to persuade him otherwise that immortal kills Connor to take his power. He then begins a centuries long rule of tyranny. This story takes place in Future Scotland. Roll 1d8 again.

- 1-2 **[The Highlands]**
- 3-4 **[Mogonda]**
- 5-6 **[Giant Prison]**
- 7 **[The Iron City]**
- 8 **[Free Pick of Any of the Above]**

Choose one for free: 2187: [Highlander: The Search for Vengeance]-

A retreading of many experiences, this alternate universe tells a gory trail of Connor MacLeod's victory over those who slay his kin, and his struggle to rise from the darkness such vengeance fosters within his soul. Roll a 1d8 again.

- 1-2 **[The Highlands]** in the 11th cent. A.D.
- 3-4 **[Berlin, Germany]** in 1939 A.D.
- 5-6 **[New York City]** in 2187
- 7 **[Stonehenge]** in 125 A.D.
- 8 **[Free Pick]** of Any of the Above

8: Free Choice [Any of the Above Series and Locales]

Origins:

Drop In (Dundee):

A human being born in the wandering clans as they seek to evade the Hunters. Slavers who work humanity to the bone for the glory of a Tyrant's dream. To rule eternal. You can choose not to have the memories and just be a Wanderer.

The Last MacLeod:

You are. The Last MacLeod. Last of a Clan, Last of a line. Last of the Immortals not bound by oath. Destined to slay the Tyrant who plagues the land. Maybe, word is there is some other Highlander around, a new Immortal named ... Quentin.

Jettator:

An odd thing occurs when Immortals give up the Game for Humanity's sake. Each Jetator represents one set of knowledge, and normally possesses One Single Intrinsic ability, be it magically physically or scientifically based.

Undiscounted:

- [Free, 200 to keep] **Immortality:***

As long as your head is not taken, you will never stay truly dead. This doesn't prevent a death from a wound as a loss condition though. You are forever free from disease and the effects of aging. Wounds heal quickly. Think of it as vastly improved regeneration but you can't regrow limbs. **[Restricted to any Immortal Origin: The Last MacLeod, Jettator]** To keep this post jump pay 200 CP.

**See Notes I*

- [Free, 200 to keep] **The Quickening:***

Every equally or more powerful enemy, or immortal you kill raises your own power reserves (of any and types) a small amount. To a much lesser extent slaying anyone weaker than you with access to the same type of mystical forces as you possess will add a minute amount of that energy type to your reserves and a sliver of one of their prime abilities. Post spark- you may get the full version of the one ability you partially gained. To keep this post jump pay 200 CP. **[Restricted to any Immortal Origin: The Last MacLeod, Jettator]**

**See Notes I*

Drop In (Dundee):

- **100- Family Compass:**

It's odd but you can get a one time apprehensive feeling of when a family member is in danger... and their general direction on the compass. Nothing more than that though. You'll have to search for them yourself. Resets every twenty four hours.

- **200- Hand Grenade to the Face:**

Like Dahlia, Colin McCloud's future love interest, you don't mind taking out an Immortal bitch by sticking a hand grenade down her throat so it blows off her head even if you are already at death's door. When grievously wounded a hand grenade will appear in your hand. Respawning every thirty seconds as long as you are close to Death's door. Be careful you don't cross that door's threshold, It's not nice on the other side.

- **400- Mediator:**

You have an innate talent for reading other's body language. Your gift of persuasion is enhanced, seemingly able to judge the right time to push a point, and perhaps more importantly; when to listen.

- **600- Amergan's Shade:**

You gain the ability to project your spirit as your body enters a deep unconscious. This starts with a range up to two hundred miles, yet will grow with time. While a spirit, your Shade may begin to possess small animals, starting at the size of a Rat, or a Raven, and soft capping at the size of a small dog. If you choose you can let others see it, and speak with them.

The Last MacLeod:

- **100- Boomerang Skills:**

You are a master at throwing (and catching) a boomerang.

- **200- I'll Learn this Soon Enough:**

You're able to learn things much faster than a normal human being, so long as you apply yourself you could learn skills about three times faster.

- **400- Trained by a Jettator:**

Gain an aspect of the Jettator as described by that perk tree.

- **600- The Highlander:**

Being The Highlander is more than just a fancy reference to one's Scottish roots long ago. No, it has begun to be a title associated with something more.

Jettator:

- **100- My Oath is My Vow:**

For some reason, people believe you are less capable of breaking your word more often than they should, or at least they give you the benefit of the doubt more.

- **200- Relic of the Past:**

- **400- Aspect:** (Choose 1 with Purchase)

- **(Ava) Holographic Scenery:**

- *Normally called up by technology, you now have the ability to project and control a visual illusion of light the size of a single room at will to whatever scenery you choose. The Illusion is just light and not a corporeal one. There will be no resistance to anyone's actions in the affected zone. It lasts five minutes if not dismissed.*

- **(Bran) Linguistic Aptitude:**

- *You gain a knack for learning human languages. You are able to learn them significantly faster than normal. If researching a 'Dead' Language, your chances of rediscovering it's nuances increase with just a minor amount of source material.*

- **(Cornel) Solar Eclipse:**

- *During a celestial event like a solar eclipse, you may enact a ritual that significantly weakens a single foe's power. Provided you fight him at a specially warded place to battle. You gain the secrets of how to ward such a battlefield of your choice.*

- **(Erol) Powder Bombs:**

- *Once per hour you may summon ten fuse lit shrapnel bombs. Fire not included.*

- **(Ilrick) Physician's Eye:**

- *You have an easier time diagnosing a patient as all your medical knowledge is enhanced by a mental rolodex of all 21st Century medicine before the Great Cataclysm. Information may be called back at will. Doesn't make you a master surgeon though. Physical skills have to be deve*

- **(Lancerlay) Historical Accuracy:**

This is an odd gift. Lancerlay was an adept scholar of history, able to tell if a recorded fact was accurate or not. You can now do the same in a more limited scope, By looking at a recorded fact on any public medium, books, newspaper, or internet one can tell if it's true, false, propaganda, or ambiguous.

(You can't tell the specifics of which parts are true or false though. That research you will have to do yourself.)

- **(Mangus) The Architect:**

You have a talent for designing defenses on a city scale. You gain a mental rolodex on engineering principles which go into good defensive structures.

- **(Matsuda) Cybernetics, no Androids:**

You gain a mental rolodex of knowledge pertaining to the Matsuda's techniques of building of Androids, humanoid robots able to be dedicated to certain tasks.

- **(Olak) Aviation:**

You lose any fear of heights you once had, able to traverse high up places like skyscraper girders without losing your balance. You gain a mental rolodex of all 21st Century Aeronautical Engineering principles and designs for flying machines before the Great Cataclysm. Information may be called back at will

- **(Orane) Oceanographic Construction:**

You become a stronger swimmer. As fast as a dophin underwater, though you still need to breathe. You also gain a mental rolodex of all the construction principles of building underwater dome cities. Information may be called up at will.

- **(Prometheus) Atomic Power, Atomic Weaponry:**

You gain a mental rolodex of 21st Century technology that pertains to Atomic power plants and weaponry. Information may be called up at will.

- **(Sahevy) The Power of Seeds:**

You gain a mental rolodex of 21st century technology regarding the use of botany. Including theories of genetic splices to make hybrid corn, or seed pods that root seeds... in living people.

- **(Shepherd) Satellite Web:**

Once per jump you can call into being five stealthed, undetectable satellites to see the world you're on from above. You gain a mental rolodex of all 21st century

principles of satellite communication and software models to use Satellites to their full degree. Computer w/ satellite collection sold separately.

- **(Stevenson) Hydroelectric Power:**

You gain a small measure of controlling Tides of an ocean or a course of a river for a short while. Whether those tides are underwater or above doesn't matter. The Jettator used technology, your ability is by fiat. Take that as you will. You also gain a mental rolodex on Hydroelectric Parameters for any technology you use them on and designs for Dams.

- **(Volta) Nuclear Energy:**

This differs from just power plants and bombs. This is a mental rolodex of every radiological material that has a coordinate use. Including X-Rays. You gain the ability, whenever wearing ordinary glasses to take a 'snapshot' of any area of an injured person who is your patient at the time to gain a mental 'X-Ray' of the area to assess an injury. With time, you may use this Jettators knowledge to "xray" a mountainside. But not by fiat. You will have to do the hard work as well.

- **(Yashoda) Tactics and Strategy:**

This is what allows one to pull all the other gifts together in a way and fashion that is capable of being utilized in battle. Whether it be on a small one to one scale, or leading armies. You gain a mental rolodex of military tactics, and strategy that have been used by the greatest minds of humanity prior to the 21st century.

- **(Fredrickson) The Study of Mutational Cloning:**

Once per jump you may clone yourself with a Copy of any singular jump's purchases. They will gain a copy of that jumps memories to base their actions on. They will not be able to be podded or bought as a companion, nor does this prevent them from turning upon you if they become Evil.

- **(Emerson) Invisibility Gas:**

This is an odd thing. You can extrude a gas that renders one invisible. Plus, you gain a mental rolodex of space vehicles and knowledge similar to a NASA engineer of the 21st century.

- **(Mahata) Word Check:**

You can check the meaning, and lineage of a word one time every day. You gain a mental rolodex of human languages that a 21st century scholar might know.

- **600- Quickening Ritual:**

Oh Dear, the Jettators found a way of passing on their powers and Immortality by placing the majority of their power inside the swords they cast down when they took their oath. When given to a worthy Successor, the Jettator's mortality would be regained and all of their power given to that successor, with the weapon bearing the burden of destruction. Not them. Now, you can do something similar. For the course of one year you may attempt by a five minute meditation each day to place a power into an object. One Perk of Your choosing. When that object is held by both you and the person you wish to pass that perk onto a short fifteen minute ritual is all you need and the weapon will be destroyed in the process. You may never regain that specific power/perk by any means. Ever. Also, should you choose to sacrifice a weapon that you have not prepared, but is significant to one of them, you may trigger a safe quickening ritual between two willing immortals transferring one's power to another with the one who has had their powers given away becoming mortal.

Items:

- **200- Clan MacLeod Ancestral Sword:**

What's this? Your sword (you may import one weapon to give it an Alt-form) becomes a symbol to those who know it's look. For here, this is An Ancestral Sword that any remnant of Clan MacLeod would recognize as being wielded only by a MacLeod. Once per jump, if appropriate you may change its stature to be recognizable as a weapon of any major historical family or clan.

(If anything should happen to it, be it theft, damage or its own destruction, we'll see to it that it finds itself back in your Warehouse, fully refurbished and repaired within the week)

- **200- Gran:**

A Gran, is a hybrid of ape and canine. Like all Grans, this one is highly intelligent and is very protective of its owner. Still just a pet. If it dies it will respawn in your warehouse within the week.

Companion Options.

50-200 Companion Import: 50 CP for 2 companions, 200 for 8. They get a free origin and 800 CP. If they chose an immortal background and lose their head, they will only respawn at the end of your jump(only pertaining to highlander one's this isn't a drawback) with immortal powers/perks in your warehouse. This is due to the setting. If you have a companion as an immortal and their head is taken... Why would they respawn with immortal perks when they already would have passed their quickening to someone else? However, if you get the body after their heads cut off, they can be revived earlier via other means(hint it usually takes another Quickening) or they can be respawned in the normal fashion as a mortal and regain their immortality(and perks) by cutting off another Immortal's head like Collin Macleod did in movies to be reinvigorated. Mortals respawn as per usual. Post highlander jumps, forget this ever existed.

300- Protagonist:

Any of the protagonists of the series they are in cost 300 CP. They will show up in your warehouse at the end of the Jump, retain all their abilities, yet no longer be bound to The Game. (They won't want or have any desire to kill you) They get 800 CP and a free origin to spend on items and abilities at the end of the jump.

Drawbacks:

[Pick Three, the rest is just for flavor; You get Full Points from all three drawbacks. Zero point drawbacks do not count towards limit]

+000 Sterility [Mandatory for The Last MacLeod and Jettator]:

You knew this going in, Immortals *cannot* have children.

(If you had kids before all this, well...you must be some kinda freak of nature.)

+000 The Quickening Has Just Begun:

If you have taken Highlander (the Movies) Jump, or Highlander (The TV Series) events there transfer over in history. Somehow, Connor Macleod might remember you or there may be

prophecies of one Immortal who stands apart from the Rule that there can be only one. Gain an extra 200 CP for use here if it was your last jump.

+000 The Quickening isn't Over:

You may proceed to Highlander (The Movies) Jump or Highlander (The TV Series) Jump if you haven't taken it already gaining an extra 200 CP to spend there.

+100 Why is Everything Animated?:

Suddenly, your surroundings have taken on a...cartoonish feeling and look similar to that of the drawing style of the Cartoon series. Why is this a drawback? Because we wrote so.

(If you do not view this to be a drawback, take no CP.)

+100 Anime:

Suddenly, everything around you has taken on appearance similar to that of what was in Highlander: The Search for Vengeance. Why is this a Drawback? Because we said so.

(If you do not view this to be a drawback, take no CP.)

+200 Badass Decay [Limited to The Last MacLeod, Jettators]:

All your powers from previous jumps? Locked away for the jump. All your superhuman abilities bought elsewhere? Gone. Any skills you acquired? Well, it wouldn't be fair if we took them all away...so you've forgotten they exist, so train them up or rediscover them if you really want to have those back. Now you know why you're less of a badass, which you almost assuredly are by this point in the 'chain.

+200 Where Did All My Stuff Go?:

If you want to have a much bigger challenge, expect to be locked off from your Warehouse. Any and all stuff you acquire will need to be hoarded the old fashioned way...on your person. Have fun explaining to the police why you have an extremely valuable antique, weapon, whatever, on your person. Oh, I forgot to mention that whenever you do that there's gonna be a robbery or a theft of a very similar item nearby? No? Well...I'm sure you'll find some way out of this mess.

+300 I Have to Do...What?:

Oh you heard me right. Instead of...you know what, no. This is way too limiting. Instead of the bullshit we were going to put here, instead expect to see every Jump you've gone to, to have bled into this one. Any and all enemies that you made previously is now an Immortal...and they're gunning for you. I hope that you will survive...if only that I can hear about how much of a dick I am. Zeltrech Out!...how did I get here?

(Choosing this means that you are no longer worthy of receiving the Prize...even if you should manage to win The Game)

+300 The Highlander's Understudy: [Restricted to Highlander: The Search for Vengeance]

Oh you heard me right. Instead of just going through the events of just the show... you replace Duncan/Colin MacLeod, (I really do mean it, he never existed here...and you were raised as the Highlander in his stead), and you'll have to live through all his years...all of them. Try to keep up the good name.

+300 These are Your Brothers and Sisters:

There is a theory out there; that there was once a woman who was cursed to be Immortal. Or it could have been like elsewhere, where a demon mixed their blood with hers to create an Immortal. Only she didn't die and come back to unlife, she continued to live and she continued to procreate. For whatever reason, while she could procreate with humans, she only gave birth to sterile offspring and it was she who actually gave birth to every Immortal who ever lived.

This means that every Immortal has been killing off their half-siblings. There may be proof that no recent Immortals are born less than 8 months apart, (except for a couple sets of fraternal twins). There is also mention of a translation of a very old text that made it seem like the word 'The Gathering' had been mistranslated. It was actually meant to be something closer to 'Family Reunion'. There may have been a time, when all Immortals knew each other and thought of themselves as family. The rules of The Game could have likely been formal rules for ritual combat to the death at those Family Reunions. After all, if you're going to live forever, you can't just ignore each other until one of you dies, God Bless your mother's poor soul.

But like I said. It's only a theory. But now with this drawback, this has all been proven true...good luck knowing what you've done to your family, Fratricide. For every death of your brethren by

your own hands past, present and future, expect to experience the greatest and most crippling emotional backlash...enough so, that you'll be on your knees crying out to God (or whatever your gods be) for forgiveness for your deeds.

But if you somehow manage to overcome this pain, then for every Immortal you kill, expect to have one of your own Companions taken by Ahriman in a similar fashion. Once any and all of your Companions are dead, expect to then have your items taken by him, and should you still continue this foolishness, he'll come for your Perks and Abilities and then finally you.

Should Ahriman succeed in this, expect to undergo permadeath, (no...you won't be going home), as he takes over your position as Jumper. Should you somehow manage to survive, any and all of what he's stolen shall return to you, even your Companions.

But let's hope it won't come to that, I mean, family is precious...so as a Special Condition if you managed to stay your hand and let them live...while setting your siblings head straight about what the actual relationship you all is, any and all surviving Immortals along with your Immortal Mother can now be counted among your Companions... of course that may be too simple as they kill each other off. You'll have to keep at least 50 alive... even when it is against their own natures to stop fighting.

+400/500 [Restricted to Highlander: The Search for Vengeance] **Harassment Lawsuit:**

It seems like every other week a new Immortal will show up at your door. If you're lucky all they need is someone to show them the ropes but if you're not that lucky...expect someone to come for you head...repeatedly. Expect the second one to be true more often than not, and they'll always be capable of finding you...even if you hide in the Antarctic, four thousand miles from the nearest base. It's good thing that you have a good head on your shoulders, right? Right?

(For an additional 100 CP, expect more than one Immortal, at least once a week.)

+600/500 The Last Jettator:

1,700 or 17,000 years. You must survive longer than the normal span of ten years. Shepherding Humanity away from Cataclysmic Events like Nuclear War or the next meteor to come along. Even if you do become the last Immortal, and lose your immortality you will live barring someone taking your head or your entire body being destroyed at once. If you start in the

Search for Vengeance: Then the events of the The Animated Series Great Calamity will eventually happen during your extended stay and the Jettators will perform their Oath.

(Roll 1d8: Evens, its 1,700 extra years. Odds its 17,000. Remove 100 CP to Choose.)

End of Your Stay:

- **Go Home:**

Well, at the very least you are now a unique individual, unduly prepared for whatever comes your way.

- **Stay:**

Well, you've lived here long enough for me to know that this is your home now. Enjoy the rest of your life (whichever the length may be.

- **Go On:**

The Game never ends and neither do your journeys. May you enjoy the gifts that you've been given and prosper.

Notes:

- I. Immortal and the Quickening may be gained for free if one has completed Two of the Three Highlander Jumps with the purchase of any Immortal Background in each.

- Highlander (The Movies), Highlander (The TV Series), or Highlander (The Animated Series).
- You also become a 'conduit' of sorts for the Quickening, or the proverbial unknown Source, the mythical power all immortals share and may pass on Immortality to individuals in a setting, with all hazards that bring. Head-hunting and all.

- II. **"The Prize":**

If one receives the Prize; for killing all Immortals and being the last one standing in a Jump; whatever the form it shall be. It will manifest Post-Spark. If you have gained multiple Prizes... it will be that much stronger.

The Prize isn't really quantified well in the series but there are a few possibilities.

(Aside from it acting like a Wish.)

- http://highlander.wikia.com/wiki/The_Prize

- III. Due to how the series is played out Highlander has 3-5 (or more) alternate dimensions at play:

- Dimension I
 - Events of the first Movie. Colin receives the prize.
- Dimension II
 - Colin receives the Prize, events of the third movie happen.
- Dimension III
 - Colin receives the prize, events of the 2nd movie happen, considered a standalone dimension due to the whole 'alien planet origin thing.'
- Dimension IV
 - Colin does not receive the Prize, there's still 1000's of immortals around.
 - Events of the TV series Highlander (the Series), and Highlander: the Raven occur.
 - Highlander: Endgame is in this dimension supposedly as it's the only one with Duncan MacLeod.
 - (1) But may be considered 4.5 dimension due to how the events of the third movie were brought into play.
 - All Highlander books occur in dimension four.
- Dimension 5:
 - Events of Highlander: the Search for Vengeance occur.
- Dimension 5/6?
 - Events of spin off series Highlander: the Animated Series occur.

IV. Highlander The Animated Series: Jettator List:

- Don Vincente Marino Ramírez: 3,000 years Tasked with training and guiding the Highlander and enforcing the Jettators Oath, if any Jettator betrays the Oath, Ramírez must kill them.
- Mangus: Possesses the knowledge of architecture and the apparent leader of the Jettators, it was he who informed Kortan of the Highlander's coming seven centuries ago.
- Yoshoda: The greatest of the Jettators, leads a monastic life teaching people martial arts.
- Stevenson: An enigmatic immortal with the knowledge of hydroelectric power.
- Ilrick: A Jettator with the knowledge of medicine.
- Erol: A Jettator with knowledge of oil, dynamite and other secrets of the Earth.
- Lanceley: A Jettator with the knowledge of History.

- Olak: The Jettator of the winds. At first he refuses to hand over his knowledge when Quentin's fear of heights places the son of one of his men in serious danger in duel within the city of Mogonda.
- Volta: A Jettator with the knowledge of nuclear power. He is a disfigured due to radiation.

■ *(He has blue skin)*

- Eva: A woman with the knowledge of how to create and project holograms
- Orane: A blue-haired woman who rules an undersea city and has knowledge of oceanography. Implied to be an old lover of Ramirez
- Fredrickson: Knowledge of genetics. Cloned himself to preserve his knowledge in case Kortan found him, but his clone turned evil.
- Matsuda: An Asian Jettator with a knowledge of cyborgs (more properly androids, as his creations were merely artificial machines).
- Mahata: An old man with knowledge of entomology
- Brana: Has knowledge of linguistics.
- Cornell: A blind Jettator with knowledge of astronomy.
- Sahevy: A Jettator with a master of botany. In the episode in which he appears
- Sheperd: A Jettator with knowledge of satellites. He did not take the oath because he thought that he was the reason for the great catastrophe.
- Prometheus: A Jettator with knowledge of the atom. His body suffers from intense radiation poisoning thus turning his immortality into a curse.
- Emerson: An Immortal with the power of invisibility. He returned to Earth after spending the 700 years in space.

V.

Changelog: